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COMPUTER GRAPHICS METHOD FOR SOLVING  
TRANSCENDENTAL EQUATIONS

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Prepared for:

Rome Air Development Center  
Advanced Research Projects Agency

December 1970

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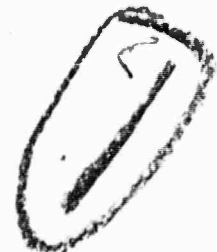
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# A computer graphics method for solving transcendental equations

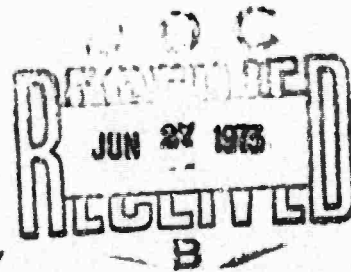
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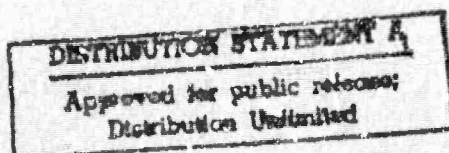
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A COMPUTER GRAPHICS METHOD  
FOR SOLVING TRANSCENDENTAL EQUATIONS

by

Carl H. Durney

December 1970

UTEC-CSc-70-109

This research was supported in part by the University of Utah Computer Science Division and by the Advanced Research Project Agency of the Department of Defense, monitored by Rome Air Development Center, Griffiss Air Force Base, New York 13440, under contract No. F30602-70-C-0300. ARPA Order No. 829.

## ACKNOWLEDGMENT

The author is grateful to Dr. William J. Hankley for suggestions and helpful discussions.

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## Introduction

Finding the roots of an equation  $F(x)=0$  when  $F(x)$  involves transcendental functions and  $x$  is complex usually involves some kind of search method. The efficiency of a search method depends to a certain extent on knowledge of the roots--where they are likely to occur in the  $x$  plane, and how many there are. If a root is known to lie in a given region in the  $x$  plane, then a search routine can quickly find the root to the desired accuracy. But if no information about the location of the roots is available, a search over a wide area must be conducted, and this can be time consuming and expensive. Consequently, a method for locating the general area of the roots and determining the pattern of the roots is very valuable.

This report describes a simple method for graphically displaying the pattern of roots in the complex plane. The advantages of this method are the same as the advantages of computer graphics in general. It provides a way of visualizing the system, in this case, the transcendental equation; and it allows one to obtain a qualitative feel for the behavior of the system and therefore intuition about the system.

## Determining the Root of a Transcendental Equation

There are a number of ways to determine the values of  $x$  which satisfy the equation  $F(x)=0$ . (The case of interest here is that in which  $F$  is a complex function of the complex variable  $x$ .) One way is to search for values of  $x$  which make Real ( $F(x)$ ) and Imaginary ( $F(i)$ ) both zero at the same time where the search is based on sign changes in both quantities. There is a problem in that a sign change occurs across a pole as well as a zero.

The method used here is that the transcendental equation is written in the form

$$f(x) = 1 \quad (1)$$

and  $f(x)$  is written in the form

$$f(x) = R(x)e^{i\phi(x)} \quad (2)$$

where  $R(x)$  is the magnitude of  $f(x)$  and  $\phi(x)$  is the phase. The roots of Equation 1 are values of  $x$  which make

$$\begin{aligned} R(x) &= 1 \\ \phi(x) &= 2m\pi \quad m = 0, \pm 1, \pm 2, \dots \end{aligned}$$

Let

$$\begin{aligned} A(x) &= 0.5 \text{ if } R(x) \geq 1 \\ A(x) &= 0 \quad \text{if } R(x) < 1 \\ P(x) &= \frac{0.5\phi}{2\pi} \quad 0 \leq \phi < 2\pi \\ E(x) &= A(x) + P(x) \end{aligned}$$

Now  $B(x)$  is to be the brightness on a graphics display. Since  $A(x)$  and  $P(x)$  each have discontinuities,  $B(x)$  will show two kinds of discontinuities. The solutions to Equation 1 occur where the discontinuities of  $A(x)$  and  $P(x)$  occur simultaneously. These points may be seen on a display of  $B(x)$ . An example is shown in Figure 1

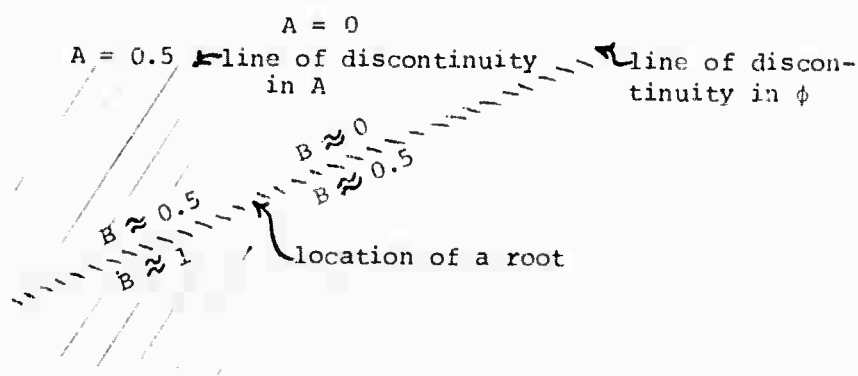


Figure 1: Illustration of a display of  $B(x)$ .

A computer program can be written to compute and display  $B(x)$  for a grid of points in the  $x$  plane. The roots of Equation 1 are then immediately obvious, but more important, the pattern of the roots in the complex plane can be seen, and a qualitative feel for the transcendental equation can be obtained.

### A Graphics Display

The method described above was used to obtain the computer-generated photograph shown in Figure 2. The transcendental equation is

$$\frac{e^{-x}}{x-(1+i0.02)} = 1$$

A computer program (see printout in Appendix A) was written to calculate and display  $B(x)$  for  $131 \times 131$  points in the complex  $x$  plane in increments of 0.1. Coordinate lines spaced 3 units in  $x$  are also shown. The location of three of the roots is readily apparent. One of them, which is not quite obvious at first glance, is almost on the real axis near 1.3. An infinite number of complex roots occur upwards and downwards on the line of discontinuity in  $A$ , which is the line in the general up and down direction. The lines which go across the photograph are discontinuities in  $P$ . This photograph shows how the pattern of the roots is readily identifiable. A search routine could be used to find two roots as accurately as desired, and very efficiently, because their approximate location can be easily obtained from the photograph.

The photograph shown in Figure 2 was generated by a computer graphics system of the Computer Science Division at the University of Utah utilizing a multiple point-by-point exposure. A diagram of the system is shown in Figure 3. The approximate Univac 1108 computer time used to make the photograph was 170 seconds.

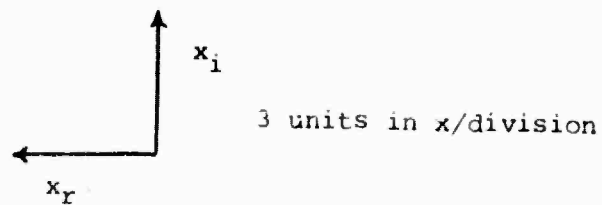
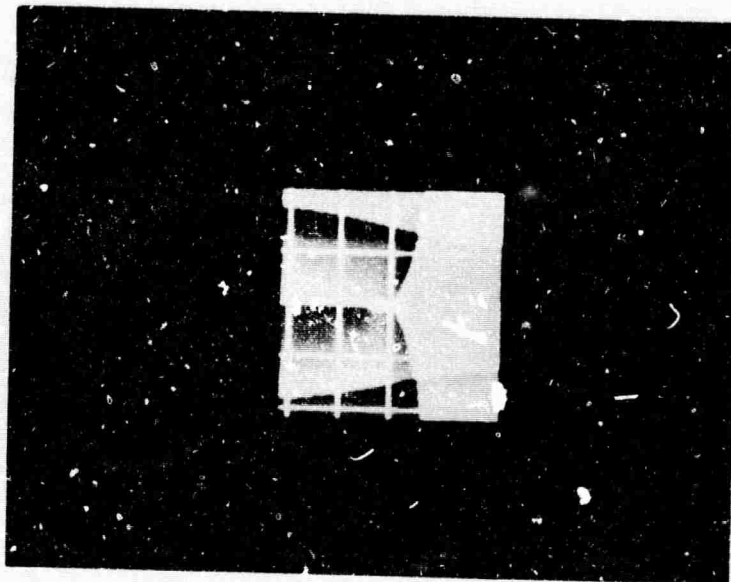


Figure 2: A computer-generated photograph showing  $B(x)$  in the complex  $x$  plane. There are  $131 \times 131$  points corresponding to increments in  $x$  of 0.1. The roots occur at the intersections of the lines of discontinuity. Three roots are shown in this photograph. One of them is almost on the real axis.

### .. Poor Man's Graphic Method

All the information contained in Figure 2 is also contained in the printout shown in Figure 3, even though the printout is not as pretty. The direction of real  $x$  is reversed from that of the photograph. The same basic method was used to obtain the printout in Figure 3, but the program is much simpler because no graphics system is involved, and the method can be used with any digital computer system. The program listing is given in Appendix B.

In the printout shown in Figure 3 each space represents a complex value of  $x$  and the increments used here are 0.1. A slash in a space indicates  $R(x) \geq 1$ . The digitized value of  $\phi(x)$  are indicated as:

Blank	0
Period	1
2	2
Comma	3
4	4
Dash	5
6	6

Since the value of  $\phi$  was calculated in floating point and then converted to fixed point, a 2 means  $2.0 \leq \phi < 3.0$ . The locus of points where  $\phi$  changes from  $2\pi$  to 0 are readily apparent, and the other symbols show how  $\phi$  is changing over the plane. Since the program is extremely simple, this method should be a very useful tool, even to those without access to a graphics system. The 1108 computer time used to obtain the printout of Figure 3 was 13 seconds. The method

$$100\% = 4.48\% + 2.32\% + 1.05\% + 0.17\% + 91.98\%$$

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was used here at the University of Utah with good success in solving the dispersion equation describing the double-stream microwave interaction between electrons and holes in semiconductors.<sup>1</sup> A little experimentation with density of characters would result in a more pleasing printout.

### Conclusions

The inherent power of computer graphics has been applied to the solving of transcendental equations. The method described here is simple, yet powerful. It provides a way to visualize the characteristics of the transcendental equation and obtain insight into the nature of the roots. With this insight, a search routine could be used very efficiently to obtain the roots to the desired accuracy.

<sup>1</sup>Lewis C. Goodrich. A small-signal field analysis of double-stream interactions in finite semiconductors. Ph.D. thesis, University of Utah, Salt Lake City, Utah, June 1970.



## APPENDIX A

This appendix contains the listing of the program used to obtain the photograph in Figure 2.

```

MELT, DIL DORNEY
LET PROCESSOR LEVEL 3
000001 000 COMPLEX 4/8
000002 000 INTEGER 64 (171)
000003 000 NAMELIST/QUIT/EX
000004 000 CALL RELOAN
000005 000 CALL INOUTM
000006 000 CALL SETLSI
000007 000 READ(5,QUIT)
000008 000 CALL JUMPS('QUIT',4200)
000009 000 CALL CHARINT(1,58)
000010 000 CALL SPCCHR('X')
000011 000 CALL SWAP
000012 000 ; X12=0.5
000013 000 X12=0.5
000014 000 K=0
000015 000 DO 100 I=1,512
000016 000 IF (1.6E-1.AND.1.LE.120)GO TO 100
000017 000 I1=0
000018 000 I1=1
000019 000 M=0
000020 000 DO 101 J=1,513
000021 000 IF (1.6E-327.AND.1.LE.512)GO TO 41
000022 000 IF (0.6E-1.AND.1.LE.199)GO TO 41
000023 000 IF (0.6E-327.AND.1.LE.513)GO TO 41
000024 000 IF ((1-190).EQ.K.OK.(J-190).EQ.M)GO TO 40
000025 000 A=CMPLX(XK,XI)
000026 000 F=1./(CLXP(X)*(X-(1.0+.0200I)))
000027 000 A1=CARDS(F)
000028 000 R=REAL(F)
000029 000 A1=AIMAG(F)
000030 000 A=0
000031 000 IF (M.EQ.1.)A=50
000032 000 PHI=ATAN2(A1,R)
000033 000 IF (PHI.LT.0.)PHI=PHI+6.2831
000034 000 P=PHI*7.96
000035 000 S1=162.4*CLXP(.023*(A+P))

```

```

000036      000      XR=XR+.1
000037      000      GO TO 5
000038      000      40 33=585.
000039      000      M=M+50
000040      000      XR=XR+.1
000041      000      GO TO 5
000042      000      41 55=0
000043      000      5 FLD(1B,12,IF(1W))=FLD(24,12,INT(5H))
000044      000      IF(1B,6L,24)GO TO 50
000045      000      I=1B+12
000046      000      GO 101
000047      000      50 )
000048      000      I=I+1
000049      000      101 CONTINUE
000050      000      IF((I-190).LE.0.K)K=K+30
000051      000      XR=XR+.5
000052      000      XJ=XI+.1
000053      000      100 CALL SDDTEX(DF)
000054      000      CALL SWAP
000055      000      CALL IDLL
000056      000      GO TO 1
000057      000      200 CALL EXIT
000058      000      8 CALL TTY
000059      000      CALL INTRPT
000060      000      END

```

ie. F111

## APPENDIX B

This appendix contains the listing of the program used to obtain the printout given in Figure 3.

```

00101      1*      COMPLEX X,F
00103      2*      DIMENSION IP(131),IA(131,10),IC(7)
00104      3*      DATA IC/1H,1H,1H,1H,1H,1H,1H,1H,1H,1H
00106      4*      DATA IP/1H//,1H/1H
00111      5*      CALL NBSKIP
00112      6*      XR=-7.
00113      7*      XI=7.
00114      8*      DXI=-.1
00115      9*      DXR=.1
00116     10*      DO 6 J=1,131
00121     11*      DO 1 J=1,131
00124     12*      X=COMPL(XR,XI)
00125     13*      F=1./(C2X*(X)+(X-(1.,.52 0))
00126     14*      AM=CMAG(F)
00127     15*      IF (AM.GE.1.) IA(1)=02
00131     16*      IF (AM.LT.1.) IA(1)=03
00133     17*      P=REAL(F)
00134     18*      A1=ATN2(P)
00135     19*      PHI=ATN2(A1,R)
00136     20*      IF (PHI.LT.0.) PHI=PHI + 6.283
00140     21*      K=PHI
00141     22*      IP(1)=IC(K+1)
00142     23*      1 XR=XR + DXR
00144     24*      PRINT 5,IP
00146     25*      3 FORMAT(1Y,131A1)
00150     26*      PRINT 4,IA
00151     27*      4 FORMAT(1H,131A1)
00152     28*      XR=-7.
00153     29*      2 XI=XI+DXI
00155     30*      STOP
00156     31*      END

```